

nintendo
Wi-Fi
connection

NINTENDO DS™



FINAL FANTASY FABLES

CHOCOBO TALES™

EmuMovies

INSTRUCTION BOOKLET

SQUARE ENIX

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

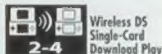
REV-E

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



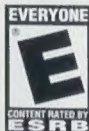
Wireless DS
Single-Card
Download Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.



Wireless DS
Multi-Card
Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.



CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

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PROLOGUE

Once upon a time, there was a small, peaceful island protected by the crystals of fire, earth, water, and light. On this island lived a white mage named Shirma, a black mage named Croma, and a farm full of cheerful chocobos.

Just when it looked like everybody was going to live happily ever after, Croma brought back a mysterious book from his latest journey. Without thinking twice, he opened the dark tome and inadvertently invited misfortune upon the island. Every nearby chocobo was sucked into the magical pages of the wicked book!

Unbeknownst to all, Darkmaster Bebuzzu, who had once laid waste to nearly the entire world, had been sealed inside the pages of the book! Luckily for the good guys, his strength was not fully restored...at least, not yet!

You will take the role of an unlikely hero, a chocobo, who must rescue his friends while stopping Darkmaster Bebuzzu from regaining his lexicon of devastating powers.

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CHARACTERS

CHOCOBO

The Fine-Feathered Hero

This chocobo lives happily on the farm along with Shirma and Croma. Equipped with only a strong sense of justice and a curious mind, it's up to this bird to solve the mystery of the magical picture books!



SHIRMA

A Devoted Friend

A kind white mage with the power to heal, Shirma takes care of the chocobo farm and its inhabitants. She is always ready to point her friends in the right direction during even the direst of times.



CROMA

A Zealous Bookworm

He's a slightly eccentric black mage who is always gearing up to show off his latest find to the inhabitants of the chocobo farm. The evil tome he brings to the island triggers a series of unexpected—and unfortunate—events.



DARKMASTER BEBUZZU

A Megalomaniacal Magical Tome

An evil book with the power to speak... and to perform nasty deeds aplenty! He absorbs most of the inhabitants of the chocobo farm, sealing them inside picture books. And worst of all, he still doesn't have all of his powers back yet...



IRMA

A Bad Girl with a Secret Past

She's a snippety woman who anticipated Bebuzzu's revival and plans to use his power to take over the world. Quite the opposite of Shirma, she raises her chocobos strictly and trains them to perform acts of villainy, most of which include getting in the way of our feathered protagonist! She carries the burden of a tragic past.



THE JAILBIRDS

Irma's Private Chocobo Army

These fellows always show up at the wrong time and cause trouble for Shirma and company. Although they've been rigorously trained, their marks for reliability are far from desirable.



Irma's Elite (?) Duo

On one side of this mismatched coin is Greeble, a self-professed member of the intelligentsia, who is apt to make annoying and sarcastic comments. Then there's Peekaboo, who's got tremendous brute strength, but comes up short in the brains department.



GREEBLE



PEEKABOO



VOLG

The Ultimate Chocobo Warrior

He is calm and silent, with a powerful aura. This hardened soldier stands out from the other chocobos raised by Irma.

HOW TO PLAY

This game can be played entirely using the Touch Screen.
Touch and slide your way through the array of challenges that await!



DRAG



TURN

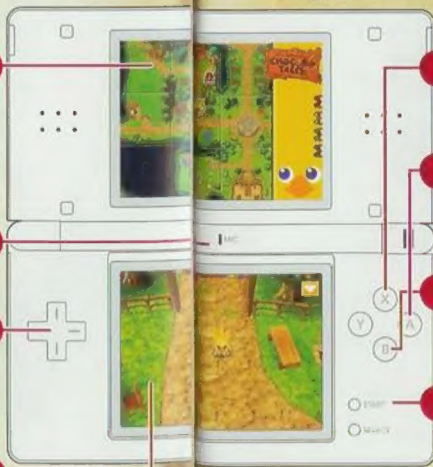
UPPER SCREEN

MICROPHONE

CONTROL PAD

- Move cursor
- Move chocobo

TOUCH SCREEN



X BUTTON

- Menu (see page 14)

A BUTTON

- Confirm
- Examine

B BUTTON

- Cancel

START

- Menu (see page 14)
- Pause (during minigames)



TAP



SLIDE

- When playing this game on a Nintendo DS system (NTR-001), please consult the hardware manual for further details.
- Close the system to activate Sleep Mode and conserve battery power. Disable Sleep Mode by opening the system again.
- In this manual, the ♥ symbol is used for images that appear on the upper screen. The ♡ symbol is used for images that appear on the Touch Screen.

USING THE TOUCH SCREEN

There are two methods of using the stylus.

TOUCH

"Touching" is the term used to describe lightly touching the Touch Screen.



SLIDE

"Sliding" is the term used to describe keeping light contact on the Touch Screen as you track across it.



TOUCH SCREEN PRECAUTIONS

- Only the special stylus (NTR-004) and other special implements specified in the game should be used on the Touch Screen.
- The use of a damaged stylus or another damaged implement should be avoided.
- Pushing or rubbing the Touch Screen with excessive force should be avoided.
- Fingernails should not be used on the Touch Screen.
- Please do not rub the upper screen with the stylus or any other implement.
- Keep small objects such as sand, crumbs, and other pieces of food away from the Touch Screen.
- When using a protective sheet, be sure to read the instruction manual included with the sheet to avoid damaging the screen or creating air bubbles.

STARTING AND FINISHING A GAME

GETTING STARTED AND SAVING

Make sure the Nintendo DS Lite is turned OFF before inserting the FINAL FANTASY FABLES: CHOCOBO TALES Game Card. Once the Game Card has been firmly inserted, press the Power Button.

1. Once the system is turned ON, the screen to the right will appear. After reading the information, touch the Touch Screen to proceed.
* Hold the Power Button in the UP position for a moment to turn power OFF.

⚠ WARNING - HEALTH AND SAFETY

BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.

TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT www.nintendo.com/healthsafety/

Touch the Touch Screen to continue.

2. To begin play, touch the FINAL FANTASY FABLES: CHOCOBO TALES panel on the DS Menu Screen or press the A Button.

* This step is unnecessary if your Nintendo DS Lite is set to Auto Mode. Please consult the Nintendo DS Lite hardware manual for further details.



STARTING A GAME

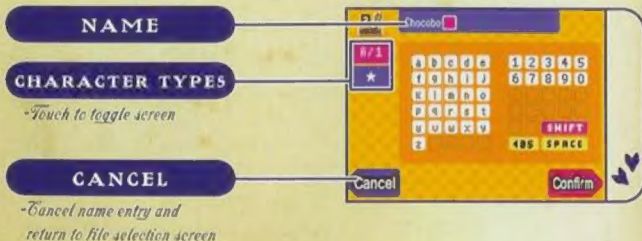
On the title screen, touch the chocobo on the Touch Screen. Then select which file to use while playing.

Delete	Permanently delete save or official record data.
Change Name	Change player name.



BEGINNING A NEW GAME

To begin a new game, select New Game. After entering your name and selecting Confirm, you will advance to the mode select screen (see page 11).



CONTINUING A GAME

When a file contains previously saved data, the player's name and total play time will be displayed. Load your data to continue where you left off.



FINISHING A GAME

This game features a variety of modes (see page 11). In all modes except story mode, data will automatically be saved. When playing story mode, be sure to save your data manually before turning OFF the system.

SAVING IN STORY MODE

Record your data in story mode by selecting Save from the menu (see page 14). This will overwrite the previous data.



MODE SELECT

There are six different modes to choose from. You should start off with story mode! As the tale progresses, the content of the other modes changes, and you can even replay your favorite games!



STORY MODE (PAGE 13)

In this mode, you'll lead the chocobo through a perilous quest! The games and pop-up cards you unlock in this mode will become available in other modes as well.



QUICK PLAY

In this mode, you can access the games you unlocked in story mode, as well as view your high scores.



MULTIPLAYER (PAGE 29)

Using DS Wireless Communications, you can challenge your friends to pop-up duels or minigames!



NINTENDO WFC (PAGE 31)

Use Nintendo WFC to challenge faraway opponents to pop-up duels or organize your friend roster.



SEND (PAGE 33)

In this mode, you can send microgames to your friends to play, or download pop-up cards from Nintendo DS Download Stations.



OPTIONS

In this mode, you can adjust sound settings. You can also access this screen by selecting Options from the menu in story mode.



STORY MODE

EXPLORING THE ISLAND

AT A GLANCE

To move the chocobo, touch your desired location on the Touch Screen or use the +Control Pad.

PICTURE BOOK

YOUR POSITION

POP-UP DUEL SPOT

POINTER

-Appears when you can talk to somebody or examine something.




MAP

-Displays the area near your current position.

MICROGAME SPOT

MENU

MENU

Access the menu by touching , pressing START, or pressing the X Button.

CARDS	REVISE DECKS (SEE PAGE 28).
SAVE	RECORD YOUR STORY MODE DATA.
OPTIONS	OPEN THE OPTIONS SCREEN (SEE PAGE 12).
TITLE	RETURN TO THE MODE SELECT SCREEN.

A FRIENDLY CHAT

Approach a character. Once the pointer appears, you can start a conversation by touching the character or pressing the A Button. You can learn a lot from your buddies!



THOROUGH INSPECTION

The pointer will appear over picture books and other objects you can interact with. Be sure to search every nook and cranny!



GAMES

STORY MODE GAMES



As you progress through story mode, you'll be able to play a ton of fun games. There are two kinds of games: minigames and microgames.

MINIGAMES

Examine a glowing picture book to be magically warped inside and play a minigame. Once inside a book, you can access Story Time, Battle Mode, and Trial Mode.



STORY TIME

The prologue will begin scrolling up the screen. Slide the stylus to move the text up or down, touch  to return to the previous screen, or touch  to advance. You can unlock epilogues for the story by achieving certain goals in the minigame.



BATTLE MODE

You'll be pitted against foes including jailbirds and even the mighty Volg himself! Check out the rules, select the difficulty level, and then touch Start to begin. When the game is over, the results will be displayed.

RECORD

Displays the number of wins and losses. Quitting mid-game is considered a loss, so don't be a quitter!

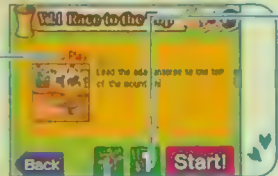


COMPLETION

Displays what percentage of the goals you have achieved in a book. You'll need the magical magnifying glass to view this information.

HOW TO PLAY

Displays the minigame's rules and controls. Each minigame has its own rules, so don't skip over this section!

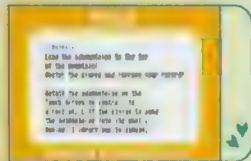


LV

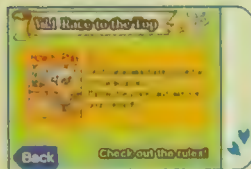
Determines the strength of your opponents. You can access higher levels by achieving certain goals.



THE MAGICAL MAGNIFYING GLASS (SEE PAGE 11)



Press START to pause during a minigame to take a breather and review the rules. Press the A Button to quit.



TRIAL MODE

You can aim for higher scores and faster times without worrying about opponents. The controls are basically the same as in battle mode (see page 125).



THE MAGICAL MAGNIFYING GLASS

Once you've obtained this mystic tool, you'll be able to view the conditions for achieving the various goals inside of the picture books. Accomplishing these goals will unlock new epilogues, earn pop-up cards (see page 211), or free your trapped friends in addition to increasing your completion rating.



A QUICK LOOK AT TWO MINIGAMES

The minigames take place in worlds borrowed from such classics as the Brothers Grimm's fairy tales and Aesop's Fables—with a slight FINAL FANTASY twist! Read about two of the minigames below.

THE ADAMANTOISE AND THE CACTUAR

Race to the Top

Take control of an adamantoise and steer it to the top of the mountain without being flattened by boulders! Rotate the adamantoise on the Touch Screen to select its heading, or lift the stylus to send it into its shell, making it impervious to the falling boulders.



CURRENT POSITION

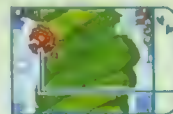


ADAMANTOISE

TITAN AND THE BEANSTALK

Leapin' on Leaves

Send the chocobo soaring with leafy trampolines while avoiding the bomb monsters and aiming for the clouds above! Carefully draw leaves beneath the chocobo by sliding the stylus. The size of a leaf can have a dynamic effect on its elasticity!



BOMB



LEAF

MICROGAMES

Hopping into picture books to play minigames isn't the only way to have a good time on the island! By examining certain objects or talking to certain friends, you can access microgames. Achieving high scores can earn you pop-up cards (see page 24).

HOW TO PLAY

Each microgame has its own rules and style of play. High scores will be displayed on the upper screen. You can also check out the score necessary for obtaining pop-up cards under the card requirements. Touch Start after you've read everything over to begin playing.



YOUR HIGH SCORES

You can record your high scores on the FINAL FANTASY FABLES CHOCOBO TALES official website and compare your ranking to other players. Check out <http://na.square-enix.com/chocobotales> for all the details! Please be aware that this service will only be available for a limited time after the release date.



A QUICK LOOK AT TWO MICROGAMES

JOB JUGGLER

Find the Target Job!

Watch the character icons as they hop across the upper screen from right to left, and then touch the matching icon on the Touch Screen. As time goes by, the curtains will move closer together, making the game more challenging! Mess up once and it's game over!



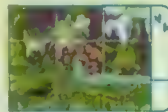
TARGET JOB



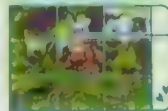
JOB LIST

MALBORO MASHER

Touch the malboros that appear on the grid to exterminate their miasmic menace! If a malboro gets a chance to spew its stinky breath or you touch a bomb monster, it's game over!



MALBORO



BOMB

THE POP-UP DUEL

During a pop-up duel, you'll take command of powerful cards imbued with the power of magical beasts and pit them against an opponent.

GET WITH THE FLOW

The basic premise of the duel is for each player to choose one card at a time, and then battle. The first player whose HP reaches zero is the loser. You should get accustomed to the flow of the duel.



ACCEPT THE CHALLENGE

Speak to an opponent, and then select Yes to begin a duel.



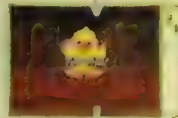
1. THE POP-UP PHASE (PAGE 25)

Select a card from your hand and slide it upwards. The player who chooses quickest will earn the first move this round.



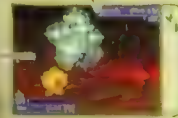
2. MATCHING (PAGE 26)

The battle ensues with the selected cards!



3. THE END PHASE (PAGE 27)

The duel is over when one player's HP reaches zero.



If both player's HP is above zero, the battle continues!

THE POP-UP PHASE SCREEN

In the pop-up phase, you must select a card to match against your opponent. Take a look at your opponent's condition on the upper screen, and then choose one card from your hand.



POP-UP PROGRESS

Choose a card from your hand by sliding it upward. If the timer reaches zero, the card on top will be selected automatically.



First, touch the card you wish to use...

Then, slide it toward the upper screen!

POP-UP PROTOCOL

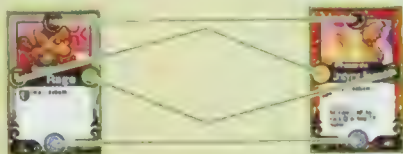
In each round, you and your opponent will select a card to pop up. Whoever chooses their card quickest will get the first attack turn, and be the first to engage in matching (see page 24).

MATCHING

Each player will attack in the order decided during the pop-up phase. Depending on how the zones on each card match up, attacking and guarding may take place.

ZONES

Each card has four zones that can be designated as attack (A), guard (G), or unmarked (U), depending on their icon. Attacking and guarding is determined by how the same zones on each card match up.



Matching occurs between the same-colored zones on both cards.

MATCH UPS

Matching can have a variety of outcomes.

You		Opponent	
	VS.		Successful attack! Attack abilities activate.
	VS.		Failed attack! Attack abilities do not activate.
	VS.		Hit damage! Attack abilities activate.
	VS.		Successful guard! Guard abilities activate.

POP-UP CARDS AT A GLANCE

There is a lot more to a pop-up card than its four zones. Each card also has its own distinct abilities to unleash during a duel.

COLOR
There are five different colors: red, green, blue, yellow, and white.

★/NUMBER
Stars represent how rare a card is; each card also has a number.



ZONE

ABILITY INFO

Describes the effect a card has when matching is successful.

STATUSES

Certain cards have the ability to change you or your opponent's status. Usually these take effect in the next round, but Silence and Protect are triggered immediately.

- Burn: Receive double damage from red attacks.
- Freeze: Receive double damage from blue attacks.
- Numb: Receive double damage from yellow attacks.
- Poison: Receive double damage from green attacks.
- Haste: First move next turn.
- Slow: Last move next turn.
- Silence: Crystal abilities sealed.
- Protect: Received damage is halved.

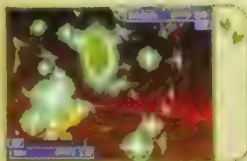
THE END PHASE

Once matching has been resolved, the cards summoned that round will charge their owner's CP gauge with one CP of their color. Gray cards do not result in any charged CP. If any player's HP was reduced to zero during matching, the duel will end here.



CRYSTAL POINTS (CP)

Some cards require CP to be used to their full potential. CP is charged when a colored card transforms into a crystal during the end phase. Certain card abilities also allow you to destroy or steal your opponent's CP. You can only have 10 CP at one time, though, and when you exceed this limit, newly charged CP will replace current CP, starting with the oldest.



Colored cards turn into crystals.



These crystals are charged as CP.

DECK REVISION

Once you receive a deck in story mode, you can access the deck menu via the cards menu (see page 5). Touch the Deck button, then the deck you wish to revise. When you finish, touch Confirm to save your deck's settings.



Cards are organized by color. Slide a card upward to add it to a deck.

Touch this icon to display the list of cards in a deck. Touch a card to remove it.

Touch the icons to toggle between colors.

FILL UP YOUR DECK

A deck must be full to use it in a pop-up duel. During certain points in the game, you may have to revise your deck before dueling.

MULTIPLAYER

Use DS Wireless Communications to challenge friends to pop-up duels or play minigames with 2-4 players. Consult page 34 before playing.

STARTING A MULTIPLAYER GAME

This section will describe how to begin play in each mode. By touching the Deck button, you can revise your deck (See page 28). Multi-Card Pop-Up Duel is only available to players who have received the professional card case in story mode.

**Please consult page 34 for further details about DS Wireless Play.*

MULTI-CARD POP-UP DUEL

1. The Host should touch the Create Group button. The Guest should select to join the group created by the Host.

2. Once the participants have been decided, the Host should touch the Proceed button. Once each player selects his or her character and deck, touching the Start button begins the duel.



MULTI-CARD MINIGAME MODE

1. The Host should touch the Create Group button. Guests should select to join the group created by the Host.

2. Once the participants have been decided, the Host should touch the Proceed button. Touch the Confirm button after players have selected their characters.



3. After the Host selects the number of COM players and difficulty level, the game will begin once each participant touches the Start button.



NINTENDO WI-FI CONNECTION

With Nintendo Wi-Fi Connection, you can participate in pop-up duels with players all over the world!

CONNECTING TO NINTENDO WI-FI CONNECTION

Before dueling on Nintendo Wi-Fi Connection, you must confirm your connection settings. Do this by selecting Wi-Fi Settings. Consult the Nintendo Wi-Fi Connection Instruction Booklet for further details.



*Wi-Fi Pop-Up Duel is only available to players who have received

the Nintendo Wi-Fi Connection software.

*If you have difficulty connecting, consult the troubleshooting section of the Nintendo Wi-Fi Connection Instruction Booklet.



WI-FI POP-UP DUEL

Nintendo Wi-Fi Connection allows you to challenge distant foes to battle.

Friends	Battle with a friend on your friend roster.
Duelers	Battle another player with a similar rating to yours.
Worldwide Players	Request duels with other players or accept challenges.

FRIEND SETTINGS

Confirm friends on your friend roster or add new entries.

Friend Roster	Confirm or remove entries from your friend roster. Your friend roster can contain a maximum of 20 friends.
Enter Friend Code	Enter new friends into your friend roster. Both you and your friend will have to access Nintendo Wi-Fi Connection and enter each other's friend codes.
Display Friend Code	Confirm your friend code. To receive a friend code, you <u>must connect to Nintendo Wi-Fi Connection.</u>

Wi-Fi service for this game may be terminated in the future.

*Receive the most up-to-date information by contacting our customer service information center.

SEND

Utilizing DS Wireless Communications makes it possible to send a microgame to a friend's system or download pop-up card data.

**Refer to DS Download Play (page 35)*

SEND MICROGAME

Insert the FINAL FANTASY FABLES CHOCOBO TALES Game Card into the Host system. When the Guest system is ready to download, the Host should select the microgame to send, and then touch the Proceed button.



Once the microgame is successfully downloaded into the Guest system, the game can be played freely until the power is turned OFF.

DOWNLOAD POP-UP CARD

You can download pop-up card data from certain DS Download Stations. Touch the Download Pop Up Card button to begin the download.

**Consult the official website for further details.*

DS WIRELESS COMMUNICATIONS

(DS Wireless Play / DS Download Play)

DS WIRELESS PLAY

Here's an explanation of how to set up multiplayer battles.

WHAT YOU WILL NEED

Nintendo DS / Nintendo DS Lite systems	Between 2 and 4
FINAL FANTASY FABLES CHOCOBO TALES Game Card	Between 2 and 4

INSTRUCTIONS

1. For each Nintendo DS or Nintendo DS Lite system, check that the power is turned OFF, and then insert the Game Card.
2. Turn each DS or DS Lite system's power ON.
The DS Menu screen will be displayed.
3. Touch the FINAL FANTASY FABLES CHOCOBO TALES panel.
4. Follow the instructions on page 29.

DS DOWNLOAD PLAY

Here's an explanation of how to use DS Wireless Communications mode to download a microgame.

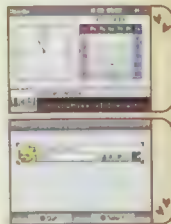
WHAT YOU WILL NEED

- 1. Nintendo DS / Nintendo DS Lite systems
- 2. FINAL FANTASY FABLES: CHOCOBO TALES Game Card

INSTRUCTIONS FOR P1

(PARENT/HOST)

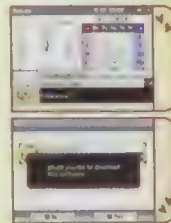
- 1. Check that the DS power is turned OFF, and then insert the Game Card into the DS or DS Lite system.
- 2. Turn the DS power ON. The DS Menu Screen should be displayed.
- 3. Touch the FINAL FANTASY FABLES CHOCOBO TALES panel.
- 4. Follow the instructions on page 33.



INSTRUCTIONS FOR OTHER PLAYER



(CHILD/GUEST)

- 1. Turn the DS power ON. The DS Menu Screen will be displayed.
 - 2. Touch DS Download Play. The Game List Screen will appear.
 - 3. Touch the FINAL FANTASY FABLES CHOCOBO TALES panel.
 - 4. The Download Confirmation Screen will appear.
 - 5. If you want to continue, touch Yes. P1 will start the download process.
- Follow the instructions on page 33.

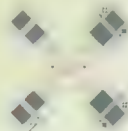


WIRELESS COMMUNICATION GUIDELINES

Please note the following points regarding the wireless communications:

- 1. The  displayed on the DS Menu Screen indicates that the DS Wireless Communication option with a DS Wireless Icon activates the wireless communications mode. Never activate this mode in areas where wireless communications are prohibited (such as on airplanes, in hospitals, on trains, or on buses).
- 2. The  displayed on screen while wireless communications are in operation indicates the strength of the wireless signal. The more bars are displayed, the stronger the signal is, the more stable the wireless communications will be.

				
No. of Bars	0	1	2	3
Strength	Weak	Weak	Strong	Strong



For the best wireless communications performance, please note the following:

- 1. All DS systems should be within 30 feet (10 meters) of each other at all times where the signal strength is 2 bars or more bars.
- 2. The DS systems should face each other as directly as possible.
- 3. Avoid having people or other obstructions between the DS systems.
- 4. Avoid interference from other devices. If communication seems to be affected by other devices (such as LAN, cordless phone, microwave oven, etc.), move them away from the DS systems or turn off the interfering device.

During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

Nintendo Wi-Fi Connection allows multiple Nintendo DS owners to play together over the internet—even when separated by long distances.

- To play Nintendo DS games over the internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection instruction booklet included with this game for directions on setting up your Nintendo DS.
- To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network device installed (such as a wireless router) and an active broadband or DSL internet account.
- If you do not have a wireless network device installed on your PC, you can order a Nintendo Wi-Fi USB Connector (sold separately) directly from Nintendo. See the separate Nintendo WFC instruction booklet for more information.
- Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the AC Adapter to prevent running out of power when using the Nintendo Wi-Fi Connection.
- You can also play Nintendo WFC compatible games at selected internet hotspots without additional setup.
- The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection instruction booklet or online at www.nintendowifi.com/terms.

For additional information on the Nintendo WFC, setting up your Nintendo DS, or a list of available internet hotspots, visit www.nintendowifi.com (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).

The nickname you use will be seen by others when playing multiplayer games using Nintendo WFC. To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, e-mail or home address when communicating with others.

TIPS & TRICKS

This section features a little advice to help you out in story mode. If you get stuck, check to see if the solution is in here!

TOME RAIDER A BIT TOO TRICKY?

Near the beginning of story mode, you will have to solve a puzzle on a 3x3 grid. Above the grid is a hint on how to crack the puzzle. Slide the gems to match the picture above to get past this obstacle!



PROGRESSION PREDICAMENT

Try talking to Shirma, Croma, and your other friends to gain valuable information on how to advance the story. Eating apples or gysahl greens, or even taking a simple sip of water from a well, might prove to be quite insightful...



AMASSING MICROGAMES

If you see something unusual, examine it! It might just give you access to a new microgame. Some microgames might be in areas that are still inaccessible, so be sure to complete the picture book minigames as well to open up new paths!



I DON'T WANNA LOSE!

The first thing you can do to improve your chances of emerging victorious from a pop-up duel is to increase your arsenal of cards. When assembling a deck, be sure to keep the color of cards and their various abilities and costs in mind.



POP-UP CARDS. THAT'S WHAT I WANT!

You can obtain pop-up cards by picking them up off the ground, receiving them from characters, or by attaining high scores in minigames and micro-games. Remember that you'll need the magical magnifying glass to find out how to get cards from the picture books!



NOTES

"ROCKET SLIME has it all: a great sense of humor, solid gameplay, awesome tank battles and a charming story."

★★★★☆ - GameSpy



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